

Kindly replace the Abstract with the following new Abstract:

A method for supporting development of content independent of a run time platform is provided. A method includes storing processing blocks and storing an application graph that expresses the identity of the stored processing blocks and data connectivity therebetween. The application graph can be traversed by a graphical application platform at run time to execute appropriate blocks. A game development and run time system includes a graphical application platform that enables a game application to run on any of multiple hardware platforms. The graphical application platform has an application real time kernel, a plurality of standard features implemented as executable blocks of logic, and connections between blocks that implement data flow between the blocks. Capabilities of the game application and any of the hardware platforms can be implemented modularly by adding additional corresponding blocks and connections.